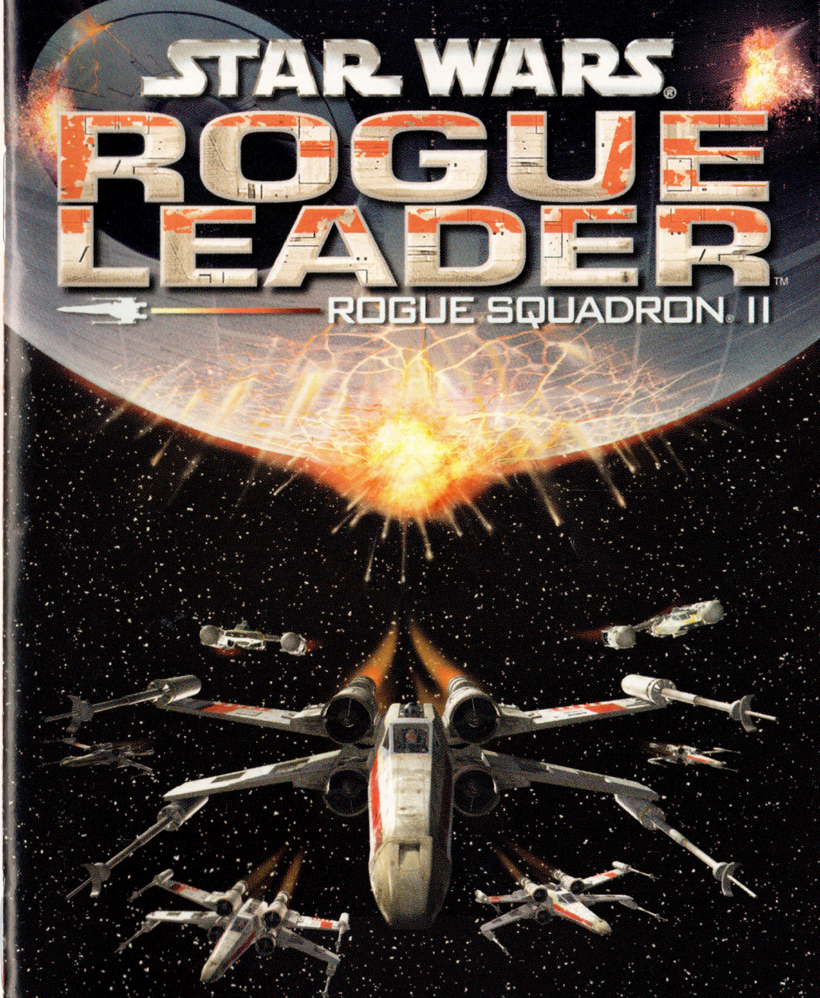
LucasArts Entertainment Company Presents

STAR WARS® ROGUE LEADER™

ROGUE SQUADRON® II



INSTRUCTION BOOKLET

LUCAS Arts®

NINTENDO GAMECUBE™

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	**Eye or muscle twitching**	**Loss of awareness**
Altered vision	**Involuntary movements**	**Disorientation**

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

⚠WARNING - Electric Shock

To avoid electric shock when you use this system:

- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord.
- Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

⚠CAUTION - Motion Sickness

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

⚠CAUTION - Laser Device

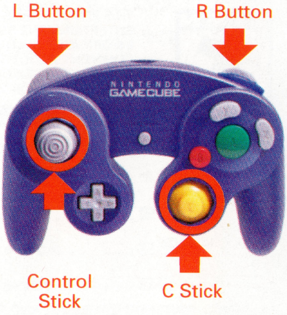
This is a Class I laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only.

Caution - Use of controls or adjustments or prodedures other than those specified herein may result in hazardous radiation exposure.

CONTROLLER NEUTRAL POSITION RESET

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.



This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and enertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo product.

All Nintendo products are licensed by sale for use only with other authorized products bearing the Official Nintendo Seal of Quality.®

THIS GAME REQUIRES A MEMORY CARD FOR SAVING GAME PROGRESS, SETTINGS OR STATISTICS.

THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772, OR VISIT WWW.ESRB.ORG.

TEEN (13+)
VIOLENCE

LICENSED BY
Nintendo

NINTENDO, NINTENDO GAMECUBE AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO.
© 2001 NINTENDO. ALL RIGHTS RESERVED.

STAR WARS® ROGUE LEADER™

ROGUE SQUADRON® II

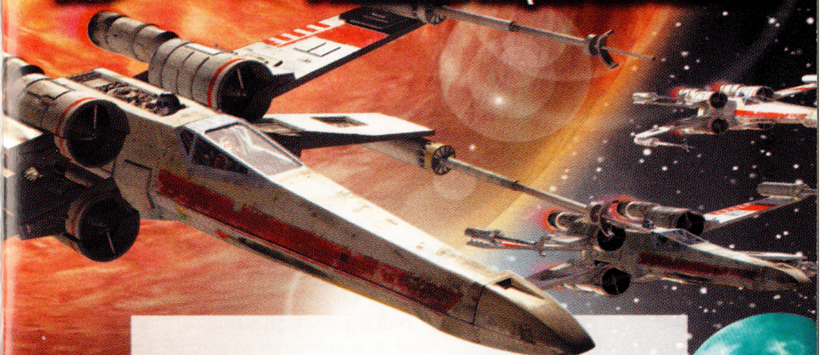


TABLE OF CONTENTS

Introduction 2
Your Nintendo GameCube™ Controller and Accessories 2
Control Settings 3
Getting Started 4
The Options Screens 7
Playing the Game 10
Player Craft 13
Power-Ups: Tech Upgrades 16
Medals and Bonus Missions 18
Special Flight Tips 19
Credits 20
How To Contact LucasArts 21
Software License/Warranty 22

INTRODUCTION

Rebel pilots, report to duty! It's time to suit up, strap in, and fly off as a pilot in **Rogue Squadron®**, the Alliance's most elite group of fighter pilots. When the mission is tough and the outlook is grim, Rogue Squadron is the team responsible for making sure the balance of power doesn't forever sway in favor of the Empire.

With epic space battles that span the universe, ***Star Wars* ® Rogue Squadron® II: Rogue Leader ™** takes you into the heart of Imperial territory, including into the trenches of the Death Star, near an Imperial Star Destroyer, and across Bespin's Cloud City. You'll also be asked to defend important Rebel convoys and outposts on planets such as Hoth.

Flying alongside the other Rogue Squadron members, it's up to you to act as their Rogue Leader and show the path to victory, one laser blast at a time. Good luck. May the Force be with you.

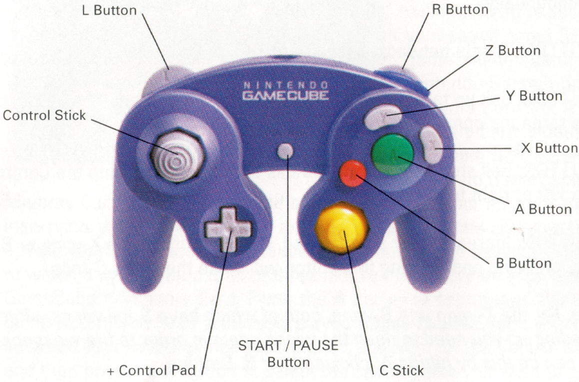
YOUR NINTENDO GAMECUBE™ CONTROLLER AND ACCESSORIES

Controller
Before playing, plug your Controller into the first Controller socket on the far-left side of the front of the Nintendo GameCube™.
When turning the Nintendo GameCube™ power ON, do not move the Control Stick from its neutral position on the Controller.
The Control Stick is a precision instrument. Make sure not to spill liquids or place any foreign objects into it.

Accessories
This game is compatible with the Nintendo GameCube™ Wireless Controller (WAVEBIRD). Its functionality is exactly the same as the conventional controller, although it does not include a Rumble feature.

Rogue Leader also supports Nintendo GameCube™ Memory Cards and requires three blocks of memory to save up to five games. It is strongly advised that you insert a Nintendo GameCube™ Memory Card so you can save your progress. Insert a Nintendo GameCube™ Memory Card into the far left Nintendo GameCube™ Memory Card slot on the front of the Nintendo GameCube™ unit before powering ON the system. Make sure the Nintendo GameCube™ is turned OFF when inserting or removing accessories.

CONTROL SETTINGS



L BUTTON: Press to slow the speed of your craft. Press and click while turning to make a tighter quick turn. To turn tighter, press and click the **R** and **L** Buttons while turning.
CONTROL STICK: Steering of your ship.
CONTROL PAD: Use to communicate with allies and wingmates. If display is not on-screen, hit any direction on the Control Pad to bring it up. Once activated, controls are:

UP: Form on my wing
LEFT/RIGHT: Different attack commands, depending on the mission
DOWN: Tell your Wingmates to flee

Note: If you have an R2 unit on board, an R2 cross appears in the upper-left corner when R2's health is low. When it appears, hit any direction on the Control Pad to have the R2 unit heal your ship one last time.

START/PAUSE: Pause game and bring up Mission Objectives and game options.

C-STICK: If in cockpit mode, use the C-Stick to look around the cockpit. If the targeting computer is called up, this button will allow you to target specific ships (only useful if you have the Advanced Targeting Computer Upgrade. See more information on page 17). In the default camera view, the C-Stick can be used to move the camera. Pull back on the stick to pull back the camera; push in to bring in camera; move it left or right to view the sides of your ship.

B BUTTON: Press to fire your secondary weapon. If your ship is also equipped with an ion cannon, hold and release this button to fire the ion cannon.

A BUTTON: Press to fire your primary weapon. Hold the **A** Button down to fire continually.

X BUTTON: Toggle between Chase Camera and Cockpit View.

Y BUTTON: Call up targeting computer. You must hold down the button to keep targeting computer up.

Z BUTTON: Roll ship. Press and hold this button while moving the Control Stick left or right to roll.

R BUTTON: Increase your ship's speed. If you are flying the X-wing or B-wing, pressing and clicking this button will close the ship's S-foils.

*Note: For the X-wing and B-wing, both of which have S-foil wings, after speeding up you need to open the wings again in order to fire weapons. You can do this by hitting **A**, clicking **L**, or **R**. Buttons.*

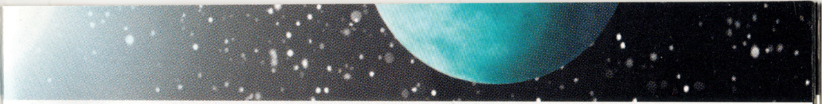
GETTING STARTED

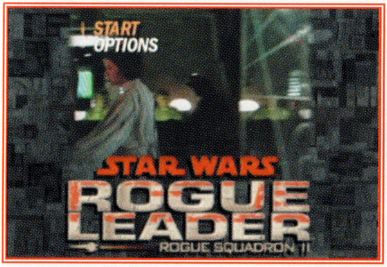
To start playing **Rogue Leader**, first make sure that your Nintendo GameCube™ is turned OFF. Insert the Nintendo GameCube™ Game Disc into the Nintendo GameCube™. Press the Power button to turn ON the deck.

If you do not have a Nintendo GameCube™ Memory Card inserted into the Nintendo GameCube™, a screen will appear and warn that you will not be able to save your progress. While you can play **Rogue Leader** without a Nintendo GameCube™ Memory Card, we strongly advise that you use one. If a Nintendo GameCube™ Memory Card is inserted, this warning screen will not appear.

Before long the game's title screen will appear with two choices: START and OPTIONS.

Use your Control Stick to highlight START, and then press the **A** Button. This sends you to the Select Game Screen. (If you first want to adjust the game's options, see "The Options Screen" on page 7).
*Note: As a general rule, navigate through menus in **Rogue Leader** by pressing the **A** Button to move you forward and confirm a selection; the **B** Button moves you back and cancels a selection.*



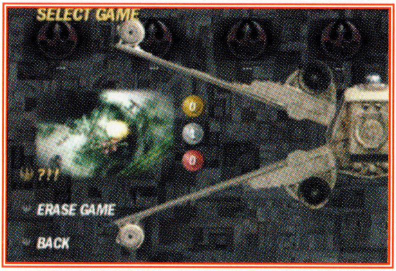


Selecting or Creating a Game

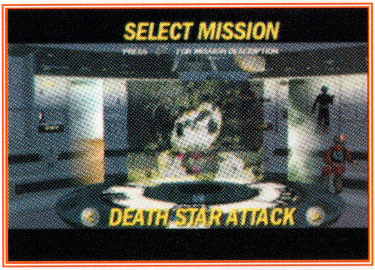
If you haven't previously played **Rogue Leader**, you will first need to set up your saved game. The game will default to Nintendo GameCube™ Memory Card slot A. If no memory card is detected, the game will search Nintendo GameCube™ Memory Card Slot B. Whichever location you have your memory card inserted is where the game will establish a save file and continue to update your progress. **Rogue Leader** has room for five saved games, all of which only take up a total of three blocks of memory on your Nintendo GameCube™ Memory Card. Press the **A** Button to set up your first saved game slot. (If you have previously played **Rogue Leader**, you can move between your saved games pressing left and right on the Control Stick and then pressing **A** Button to select the saved game you want to play). Saved games in **Rogue Leader** record your mission progress and tech upgrades, as well as medals/points earned and special features/bonuses that have been unlocked.

If you are setting up a new game, you will be required to select a three-letter name for your game. Press the Control Stick left and right to scroll between the letters. Once a letter is selected and begins to rotate, press the **A** Button to choose it. If you make a mistake, press the **B** Button to erase the last letter selected. After choosing three letters, you will be asked to confirm your game name. Press **A** Button to confirm and begin the game or press right on the Control Stick and then **A** Button if you wish to cancel this game.

Erasing a Saved Game



If you choose to delete a saved game, you can also do this from the Select Game Screen. Move to Control Stick left or right to find the game you want to erase. Then press down on the Control Stick and highlight ERASE GAME. Press the **A** Button and confirm that you wish to delete the game by pressing **A** Button again.



Mission Selection Screen

This is a screen that will become very familiar to you. When you first start the game you will be able to select between two missions: Tatooine Training and Death Star Attack. Press left or right on the Control Stick to scroll between missions. **Rogue Leader** requires that you complete missions sequentially, meaning that you must complete a specific mission before being able to move onto the next one. That being said, you can of course replay missions you have already completed. As you scroll through the missions, any medals you have earned for the currently selected mission are displayed. For more information on medals, see Medals and Bonus Missions on page 18).

Note: After completing a mission your progress is automatically saved, assuming you have a Memory Card in the system.

You will be automatically briefed on the mission as you highlight the particular level. Once you have found the mission you want to play, press **A** Button to select it.

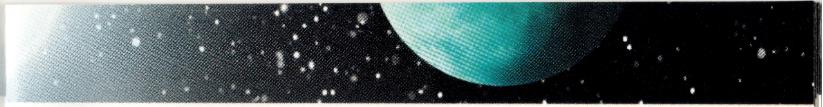
Next, a ship display will come up to illustrate which ships are available on the selected mission. Green ships are those that are currently available in the Hangar. Red ships are those that can eventually be used on the selected mission, but only after they have been unlocked on subsequent missions. After viewing the ship display screen, press the **A** Button to move to the Hangar or the **B** Button to revert back to the mission select screen.

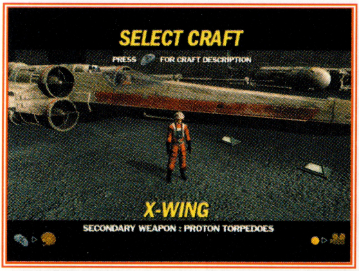
Note: Since there is only one ship in the Training Mission, if you select this mission you will move directly into training and not visit the Hangar. See below for more information on the Training Mission.

Training Mission

If you are interested in learning the basics of **Rogue Leader**, the Tatooine Training mission is a good place to familiarize yourself with the game's flight controls and interface. The only ship you can fly on this mission is the T-16 Skyhopper, equipped with laser blasters. While training, various objectives are displayed on the Pause Menu, accessible by pressing the Start Button. To activate training objectives throughout the level, simply fly through the floating Rebel Alliance icon.

Note: Since the Training Mission is open ended, it's up to you when you want to exit the level and move onto the Death Star Attack mission. When




SELECT CRAFT
PRESS FOR CRAFT DESCRIPTION
X-WING
SECONDARY WEAPON : PROTON TORPEDOES

*you are finished with your training, hit Start/Pause to bring up the Pause Menu. Then use the Control Stick to select End Training and press the **A*** Button. *Confirm that you want to end training by pressing the **A*** Button *again.*

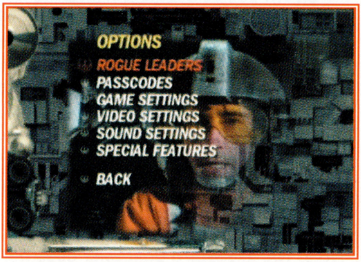
The Hangar

After selecting any mission (with the exception of training), you will be taken to the Hangar. This is where you select which ship to fly in the game. You control your character in the Hangar by moving the Control Stick. To view the Hangar through the eyes of your character, hit the **X** Button and use the C-Stick to look around. Note that you can't move the character's position when in this mode. Press the **X** Button again to exit first-person mode. If you are interested in a description of a certain spacecraft, press the **Y** Button while looking at it.

There may be a variety of ships in the Hangar, but not all of them will be available to fly. If a ship is currently not ready to be flown on the selected mission, you will hear a buzzer when you try to select it. (These are likely ships that were marked as red on the mission select screen). If a ship is available, walk up to it and press the **A** Button to select it. You will immediately get into the craft and fly out of the Hangar. Therefore, make sure you know which craft you want to fly before you hit the **A** Button to begin the game.

THE OPTIONS SCREEN

The main title screen allows you access to a menu that helps in customizing various aspects of **Rogue Leader**. If you wish to do this, use the Control Stick to select Options on the Main Menu and then press the **A** Button to bring up the following option menus.



*Note: Throughout the option menus, use the Control Stick to select between menu options by pressing up or down. Press the **A** Button to go to a sub-menu or confirm a selection. The **B** button reverts you back to the previous menu option. (The "Back" option at the bottom of any menu has the same functionality.)*

Rogue Leaders
Select this link with the **A** Button to display a list of the top 10 players, which mission they are currently on, and how many bronze, silver and gold medals they have received. As you play through the game your scores on the Nintendo GameCube™ Memory Card will be compared to this default top 10 list; if your score is good enough, you will be added to the list.

Passcodes
If you have a special code for **Rogue Leader** this is the place to enter it. Press left or right on the Control Stick to scroll through letters. Press the **A** Button to insert a letter and the **B** Button to erase letters. When finished entering the code, press down on the Control Stick to highlight Enter Code and press the **A** Button. If you have entered a correct code you will hear a confirmation sound.

Game Settings
To further enhance the **Rogue Leader** experience, you can customize the following gameplay details.

*Note: For all these options you can toggle their settings by highlighting them and then pressing the **A** Button or moving the Control Stick left or right.*

COCKPIT AUTO-SWITCH: This option applies primarily to gameplay with the airspeeder where you have to take down AT-ATs. If this option is turned on, the game will automatically switch you out of cockpit mode when you will be best served in chase camera mode.

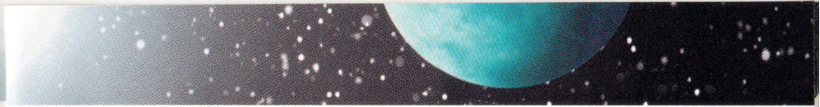
ENEMY CAMERA: This option only applies if you are playing in the default chase camera view. If it is turned on, when enemies are on your tail the game will automatically zoom back so you can see enemy craft behind you.

AUTO ROLL: To help avoid disorientation while flying, if this option is turned on your craft will automatically reorient itself to the horizon if you take your hands off the Control Stick or center it for a moment. Turning this feature on is especially noticeable after making tight turns.

AUTO LEVEL: Similar to Auto Roll, this option, if turned on, vertically levels your craft to the horizon if you take your hands off the Control Stick or center it for a moment.

CROSS HAIRS: Toggle game's targeting cross hairs on or off. Default is on.

RUMBLE: Turn the game's rumble effect on or off.
Note: The WaveBird Controller does not have a Rumble feature.



RESTORE DEFAULT SETTINGS: If you would like to restore the default game settings, select this option and confirm you want to reset these options.

Video Settings
If you have a Progressive Scan-compatible television set, you can toggle between Interlace and Progressive Scan display on this menu. We strongly recommend you play in the Progressive Scan mode if it is available on your TV set. The game will look much better in this mode and selecting this option does not decrease the game's performance in any way. Highlight this option and press the **A** Button to toggle between the modes.

This option will be grayed out if you are not using a Progressive Scan-compatible television set.

Sound Settings
A number of these options involve volume sliders. In order to manipulate the sliders, highlight an option by pressing the **A** Button. Then press the Control Stick left or right to push the slider in a certain direction. When the volume is set where you want it to be, press the **A** Button to lock in the setting.

MUSIC VOLUME: Select this option to adjust the level of the music that plays during the game and in the menu system.

SOUND FX VOLUME: Manipulate the volume of the game's sound effects.

SPEECH VOLUME: Adjust the volume of the speech you hear throughout the game.

STEREO: Toggle between Stereo and Mono modes using the **A** Button or the Control Stick. **Rogue Leader** supports five channel Dolby* Surround Pro Logic II. If your TV or stereo system is capable of surround sound, setting this option to Stereo will also allow for Surround sound. If you have a Dolby Surround Pro Logic II system specifically, please select "Movie Mode" on your receiver.

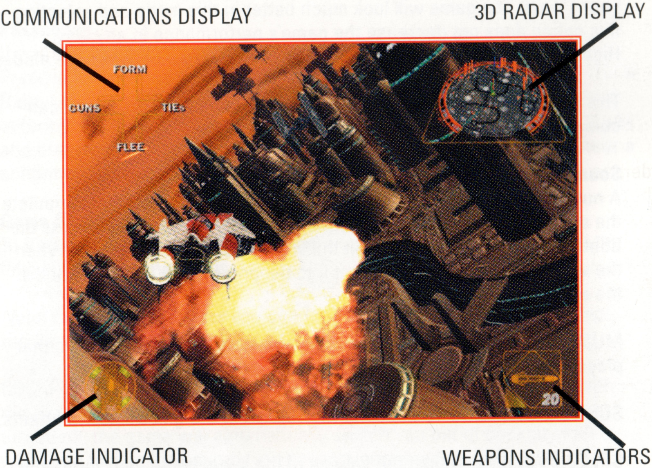
RESTORE DEFAULT SETTINGS: If you would like to restore the default sound settings, select this option and confirm you want to reset these options.

Special Features
This option initially has no menu choices; however, menu options may appear here as you progress through the game or enter passcodes.

PLAYING THE GAME

Gameplay in **Rogue Leader** is straightforward thanks to an on-screen interface that guides you toward your goals and provides important information on the status of your ship.

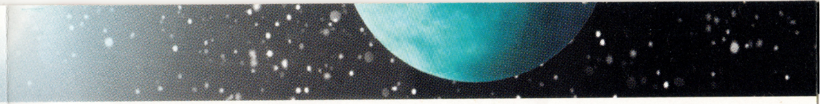
In-Game Display:



COMMUNICATIONS DISPLAY
These are the current commands available to assign to your wingmen, ground troops, or R2 unit. Press the Control Pad to bring up this display if it is not active.

3D RADAR DISPLAY
This display indicates your current position (both height and distance) relative to targets and other objects in a level. The orange, pie-shaped wedge indicates where the craft should fly in order to satisfy the next mission objective. In order to fly toward the objective, orient your craft so the orange wedge is in the 12 o'clock position. As you get closer to the target, this pie-wedge will widen and eventually fade as you fly over or under the target in question. Targets above you will appear as dots on the radar with lines extending below them; targets below you will appear as dots with lines above them.

The radar display also indicates other ships and objects in your vicinity. Red icons indicate enemy crafts; green symbols show allies. If a blue dot appears it signals a special craft or item.



Note: If you play in the cockpit view (toggled by pressing the X Button), this radar display is shown as part of the ship's cockpit.

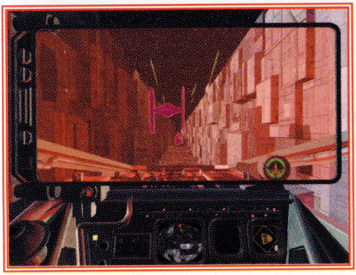
DAMAGE INDICATOR
This is a visual indicator of your ship's health. A green circle is full strength; yellow is partial strength; red indicates extensive damage. The X-wing and Y-wing have R2 units that can repair damage.

Note: After your ship crashes or is destroyed, the number of ships you have left in the game will be shown for a brief period of time either in the bottom left corner or in the cockpit display.

WEAPONS INDICATORS
The yellow line that traces the perimeter of the square represents the degree of charge on your laser cannons. The charge line begins in the bottom-right corner of the square and traces around the square until the cannons are fully charged. While you can continually fire the cannons, if you wait and charge them up they will be more powerful. For example, in the X-wing, if you wait for the cannons to fully charge you can fire all four at the same time. With no charge, only one of the four cannons on the X-wing fires at a time.

The number of secondary weapons available is also listed in this display. If an ion cannon is available and charged, the bottom-left corner of the display will turn blue.

Targeting Computer
At any point during the game you can call up **Rogue Leader**'s targeting computer by pressing the **Y** Button. (When the **Y** Button is released the targeting computer disappears). The targeting computer overlays the cockpit view and allows you to quickly and easily see enemy targets, even if they are obscured behind larger objects. Objects that appear in lavender are enemy targets; objects in yellow are high priority and mission critical.



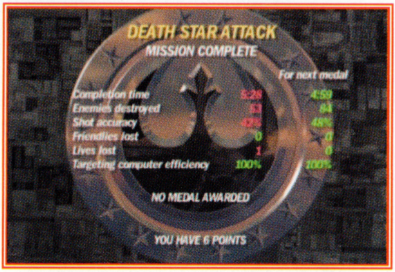
*Note: Switching Crafts. At various points during the game you will have the option of changing crafts during a mission. To do this, fly your current ship over the rotating Rebel Alliance icon in a mission and slow down by clicking the **L** Button.*

The Pause Menu

At any point during the game you can press the Start/Pause Button to bring up the Pause Menu. In addition to stopping the game, this menu provides important information about the current status of your mission. Namely, all the major mission objectives are displayed here. If an objective has been completed, the text will be green and a green checkmark will appear. Incomplete objectives are displayed in yellow text.

The options on the Pause Menu are to Continue the Game, Abort the Mission, Adjust the Game Settings, and Adjust the Sound Settings. See the Section on the Options Screen (page 7) for more information on Game Settings and Sound Settings.

End-of-Mission Statistics and Scoring



DEATH STAR ATTACK

MISSION COMPLETE

		For next medal
Completion time	5:28	4:59
Enemies destroyed	53	64
Shot accuracy	42%	48%
Friendlies lost	0	0
Lives lost	1	0
Targeting computer efficiency	100%	100%

NO MEDAL AWARDED

YOU HAVE 6 POINTS

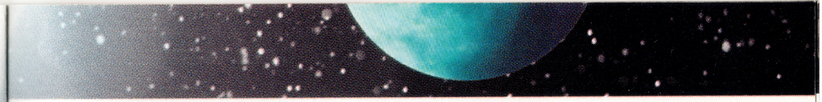
When you successfully complete a mission or reach a Game Over state, **Rogue Leader** will bring up a statistics screen to show your performance on the mission in question. This screen is particularly important because it helps you understand where you need to improve to earn additional medals that give you points needed to unlock bonus missions and secrets. (See Medals and Bonus Missions on page 18 for more information).

The Statistics Screen shows your performance for the following categories, along with the base numbers required by the game to award you a medal. (If you finish a mission and earn no medal or a bronze or silver medal, the screen will show the numbers required to earn the next medal):

- TIME – How long you spent in the mission.
- KILLS - The number of enemies and obstacles you destroyed.
- ACCURACY – How many of your shots hit targets.
- FRIENDLIES LOST - How many have died in the course of the mission.
- LIVES LOST – How many lives you have lost.
- TARGETING COMPUTER EFFICIENCY – A percentage number that reflects how often you relied on the targeting computer for help. The more you use your targeting computer, both in terms frequency and duration, the lower your efficiency; the larger the number the better.

What If You Go Down During a Mission?

The dogfighting in **Rogue Leader** is tough. The game gives you three ships to start. If your ship gets shot down or destroyed during a mission,



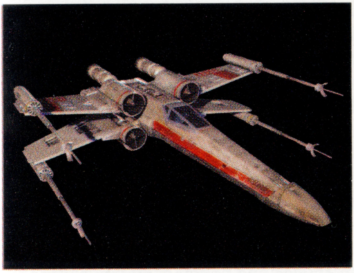
the game will automatically restart your ship near to where you met your untimely demise. The number of ships you have left will be displayed for a brief period of time in the lower-left hand corner of the screen after you restart with a new ship. (If you are playing the game in the cockpit view, this data will appear on the console).

If you run out of ships, your game will be over and your current statistics for the mission will be displayed. (For more information on Statistics, see End-of-Mission Statistics and Scoring on page 12). After reaching the Game Over state, you can replay the current mission as many times as you want by choosing it on the Mission Selection Screen, but the game will set you back at the very start of the mission.

PLAYER CRAFT

One of the most exciting aspects of **Rogue Leader** is the opportunity to pilot a wide variety of ships during the game. Here are the primary ships you will fly in the game… although there may be a few surprises along the way as well!

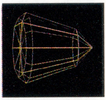
X-Wing



With its unique double-layered wings (known as S-foils), the X-wing is one of the most recognizable ships in the *Star Wars* universe. A versatile and robust ship, the X-wing features a reinforced titanium alloy hull and high-powered shield generators, not to mention an on-board R2 unit for repairs.

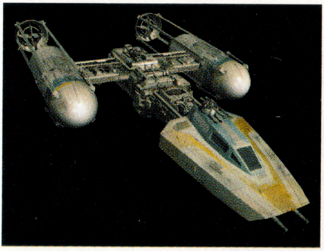
In combat, the ship's S-foils are open to give the ship greater maneuverability. If you click the **R** Button to speed up the X-wing, these foils will close. In order to begin firing the laser cannons again you will have to click the **L** or **R** Buttons, or hit the **A** or **B** Buttons to reopen the S-foils.

PRIMARY WEAPON: Four laser cannons



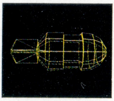
SECONDARY WEAPON: Proton torpedoes
A limited number are available per ship. The proton-scattering energy warhead inflicts heavier damage than an ordinary torpedo.

Y-Wing



Part fighter and part bomber, the Y-wing is the precursor to the X-wing. It may not be as maneuverable as the X-wing, but it makes up for this limitation by having an impressive arsenal, including proton bombs and the powerful ion cannon. Its proton bombs make it the ideal craft to use for any ground-based missions where the goal is to bomb surface targets. The Y-wing also includes an R2 unit to help repair the ship when it gets damaged.

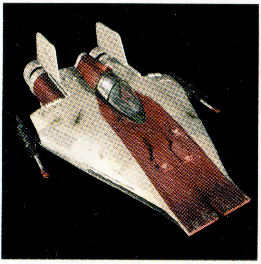
PRIMARY WEAPON: Two laser cannons



SECONDARY WEAPON: Proton bombs
These bombs will recharge over time. They have a large blast radius, but beware: they can damage your own craft if you drop them too low to the ground.

*Note: To use the proton bombs, press the **B** Button twice. If you are in the default chase camera view, the first press of the **B** Button will reorient the camera so you can see the ground. The second press will launch a proton bomb. Hit the **A** Button when you are finished releasing bombs.*
*If you are in cockpit mode, pressing the **B** Button will bring up the bombing targeting computer, which gives you a topographical view of the ground below you. Press the **B** Button to release a bomb in this view or press the **A** Button to leave this mode.*

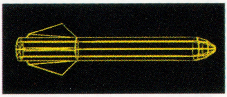
SPECIAL WEAPON: Ion cannon. You have unlimited use of this powerful weapon, although it does require time to charge. Hold down the **B** Button to charge the ion cannon. It will be fired when you release the **B** Button. The ion cannon uses blue blasts of ionized energy, which overload and fuse the circuits of ship weapons, shields and engines, effectively knocking them out of action and destroying smaller targets.



A-Wing

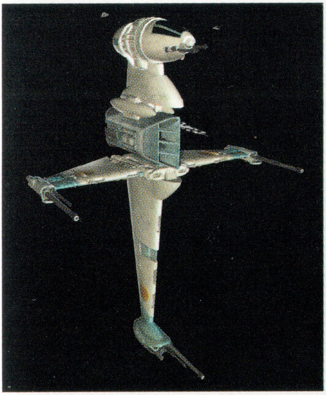
By far the fastest starfighter in the Rebel Alliance, the A-wing is quick and agile in everything it does. It features a limited nitro boost that allows it to get speed bursts when you click the **R** Button. The A-wing has unlimited nitro boosts, although the boost does take time to recharge. While the A-wing has an impressive arsenal, its major weakness is the fact that its shields are relatively weak and its hull is easily pierced by blaster fire.

PRIMARY WEAPON: Two laser cannons



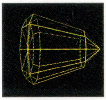
SECONDARY WEAPON: Concussion missiles
A limited number are available per ship. Although not as powerful as proton torpedoes, when this projectile hits a target it creates powerful shock waves that penetrate even the heaviest armor. Concussion missiles are effective against both ground and air targets.

B-Wing



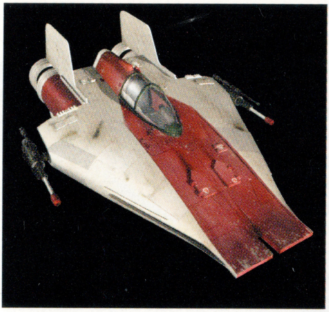
Built by the Rebel Alliance primarily as a vessel designed to engage Imperial capital ships, the B-wing's unique shape makes it stand out compared to the other Rebel ships. While it shares the same basic weapon setup as the X-wing, it has one important addition: double ion cannons. With powerful shields and the ability to close its S-foils to speed up—click the **R** Button to do so—the ships major disadvantage is that its shape sometimes makes it harder to maneuver.

PRIMARY WEAPON: Three laser cannons



SECONDARY WEAPON: Proton torpedoes
A limited number are available per ship. See the X-wing proton torpedo description on page 13 for more information.

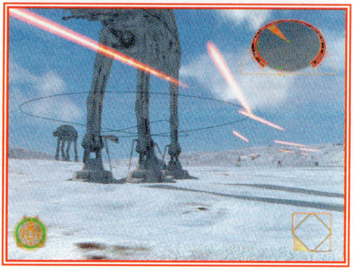
SPECIAL WEAPON: Two ion cannons (mounted together)
You have unlimited usage of these ion cannons, although they do require time to charge. Hold down the **B** Button to charge the ion cannons. It will be fired when you release the **B** Button. See the ion cannon description in the Y-wing section on page 14 for more information.



Airspeeder

Officially known as the Incom T-47, this ship is famous for its unique towing cable which can be put to use to take down Imperial AT-ATs. The airspeeder is limited to relatively low altitudes and can't perform advanced maneuvers such as rolls, but it is fast and small, making it hard for enemy troops to hit it with any precision. That's a good thing, because the airspeeder lacks any strong shields for protection.

PRIMARY WEAPON: Two laser cannons

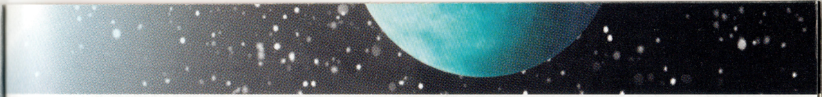


SECONDARY WEAPON: Tow cable
When you fly near an AT-AT, press the **B** Button to release the tow cable. If you are in cockpit mode you will automatically switch to the chase camera view. Circle the AT-AT with the airspeeder so the tow cable wraps around the AT-AT's legs. The game will eventually take over and shows the AT-AT's destruction once it is sufficiently wrapped in the flexisteel tow cable.

POWER-UPS: TECH UPGRADES

As you progress through the game you will have the opportunity to acquire technical upgrades for your ships. While these upgrades aren't required to finish the game, having them will certainly give you the upper hand.

The upgrades are placed throughout the entire game and might well appear with little or no warning. When you spot what might be an upgrade, fly your ship near the location. Once you fly through the icon, the game will notify you if you acquire a tech upgrade. Note that upgrades are not immediately available. In order to use an upgrade you must complete the mission on which you obtain it; the upgrade will then become available on the next and all future missions you play.



Some upgrades are only for specific ships, while others will work no matter which ship you fly. It is important to note that the upgrades are permanent; you never lose them once you acquire them and finish the mission. Thus, acquiring one upgrade does not cancel previous upgrades.

Known Tech Upgrades:
ADVANCED LASERS: Acquiring this upgrade will improve the power of your laser cannons so they do more damage to enemy craft. This upgrade applies to all the ships.

ADVANCED PROTON TORPEDOES: If you find this upgrade, it will make the X-wing and B-wing's proton torpedoes more powerful.

ADVANCED CONCUSSION MISSILES: The A-wing's concussion missiles become more powerful with this upgrade.

ADVANCED PROTON BOMBS: Proton bombs on the Y-wing are even more deadly if you find this upgrade.

ADVANCED SHIELDS: The ultimate defensive upgrade, advanced shields affects all ships and improves the strength of your shields. If found, the shield-strength display in the lower-left corner of the screen will be tinted blue to indicate that your shields are as strong as they can be.

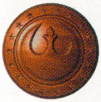
SEEKER PROTON TORPEDOES: This upgrade makes the proton torpedoes on the X-wing and B-wing lock onto enemies once fired.

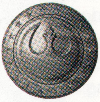
SEEKER CONCUSSION MISSILES: The A-wing gets its own set of heat-seeking concussion missiles that can lock onto enemy targets after being fired.

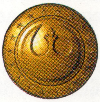
ADVANCED TARGETING COMPUTER: This upgrade further improves the targeting computer, activated by pressing the **Y** Button. Without the upgrade you have to hold down the **Y** Button to keep the computer on screen, but this upgrade allows the computer to be permanently toggled on or off during the game. (Remember: Using the targeting computer too liberally will hinder your ability to receive medals).

With this upgrade installed, the C-Stick can be moved while in targeting computer mode to highlight specific enemy ships you'd like wingmates to attack. After highlighting ships through the targeting computer, use the regular Control Pad commands to order your wingmates to attack those specific targets.

MEDALS AND BONUS MISSIONS

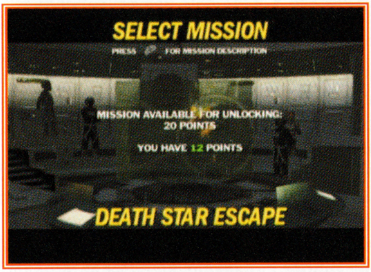

BRONZE MEDAL
3 POINTS


SILVER MEDAL
6 POINTS TOTAL


GOLD MEDAL
10 POINTS TOTAL

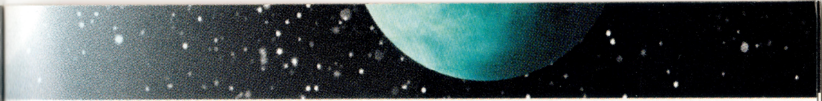
Rogue Leader includes an extensive set of bonus missions and special surprises that can be unlocked by only the most skilled pilots. Completing a mission is one thing, but earning one of the prized bonus medals is something else. At the end of each mission you will be shown a statistics screen that indicates your skill in the game versus what is needed to earn a bonus medal. Watch out how accurate you are in shooting, how long you take to finish a mission, and how often you use the targeting computer—all these factors and others affect whether you are awarded a medal. (For more information on this statistics screen, see End-of-Mission Statistics and Scoring on page 12).

You can replay a mission as many times as you want in an attempt to earn a better medal, but you only receive points the first time you earn each grade of medal. For instance, if you first earn a bronze medal, you receive three points. If you replay a mission and then get a silver medal, you receive three additional points for a total of six points on the mission.


SELECT MISSION
PRESS FOR MISSION DESCRIPTION
MISSION AVAILABLE FOR UNLOCKING:
20 POINTS
YOU HAVE 12 POINTS
DEATH STAR ESCAPE

The points associated with these medals can be used to unlock special bonus missions not normally available to players. Unlocking each bonus mission costs a number of points. To see which bonus missions are available, go to the Mission Selection Screen. If you earn at least a bronze medal on certain regular missions, an option will appear to unlock certain bonus missions. If a bonus mission is available, you can see it by pressing up on the Control Stick while viewing the associated regular game mission.

Each bonus mission requires a certain number of points to unlock it. After selecting a bonus mission, your current point tally is displayed along with the cost of unlocking the mission. If you have enough points, you can press the **A** Button to cash in your points and play the bonus mission in



question. Please note that there is no way to undo your bonus mission selection, so choose wisely how to spend those hard-earned points. While bonus missions present exciting new locations and challenges, they also might provide an opportunity to unlock even more secrets, including specials ships and surprises.

SPECIAL FLIGHT TIPS

- Although it goes without saying, remember to save at least one torpedo for the Death Star trench run.
- While **Rogue Leader** features a variety of ships, missions, enemies and locations, there are a few tips that are sure to be of help, no matter where you are in the game.
- Take the time to let your primary weapons fully charge before firing. It's tempting to hold the **A** Button for continuous fire, but fully charged weapons will actually save you time in the long run because they are more powerful and accurate. Plus, consider this: your hit accuracy is an important determinant of which medal is awarded at the end of a mission.
- Learn to use your wingmates effectively. Besides listening to what they say, issuing the right commands at the right time can help you survive heated battles.
- Vary your ship's speed when someone is on your tail by using the **L** and **R** Buttons. Also consider using quick turns to get enemies off your tail.
- Pay attention to the strengths and weaknesses of each craft. Some missions will be much easier to complete with one ship as compared to another.
- The AT-ATs have armor that is too strong to be penetrated by laser cannons. Don't try to shoot them, but instead use the tow cable on the speeder to take them down.
- Play different missions at different times of the day.

CREDITS

FACTOR 5

Directed by
Julian Eggebrecht

Lead Software Engineer
Holger Schmidt

Technical Lead Engineer
Thomas Engel

Software Engineers
Jens Petersam
Florian Sauer
Mike Keith
Sigmund Vik
Tony Wong
Dean Giberson
Brian D. Krueger

Mission Design Directors
Chris Klie
Albert Chen
Jamie Uhrmacher
Chris Crawford

Art & Animation
Mario Wagner
David Philip Stripinis
Bastian Hoppe
Armando Afre
Jim Moore
Kursad Karatas

Additional Cutscenes
Tobias Richter

Sound Design & Video Production
Rudolf Stember

Music Director
Chris Huelsbeck

Additional Music
Jake Jacobson

I.S. Department
Rene F. Henke

LUCASARTS

Producer
Brett Tosti

Associate Producer
Dan Pettit

Lead Artist
Paul Topolos

Senior Lead Tester
Chuck McFadden

QA Testers
Michael Blair
Isaiah Webb
Mark Montuya
Jim Diaz
David Chapman

Voice Director
Darragh O' Farrell

Content Supervisor
Haden Blackman

Voice Cast List

Admiral Ackbar
Peter McConnell

Ben Kenobi
David Davies

Biggs
Tom Kenny

Crix Madine
Tom Kane

Darth Vader
Scott Lawrence

Narrator
Denny Delk

Frigate Commander
Lynne McClean

General Rieekan
Dan Barton

Imperial Base Commander
Bob Machray

Imperial Officer
Jeff Bennett

Imperial Pilot 1
Steve Ballantine

Imperial Pilot 2
Tom Kane

Karie Neth
Grey Delisle

Lando Calrissian
Obba Baba Tunte

Luke Skywalker
Bob Bergen

Outpost Beta Commander
Joe Nipote

Rebel Wingman 1
Mikey Kelly

Rebel Wingman 2
Richard Green

Rebel Wingman 3
Tom Kenny

Rebel Wingman 4
Jeff Cesario

Rebel Wingman 5
Michael Ralph

Rebel Wingman 6
Richard Doyle

Rebel Wingman 7
Rob Paulsen

Rebel Soldier 1
Richard McConagle

Rebel Soldier 2
Tom Kane

Red Leader
Bob Machray

Slave
Rob Paulsen

Transport Captain 1
Richard Doyle

Transport Captain 2
Joe Nipote

Transport Captain 3
Tom Kenny

Transport Captain 4
Kevin M. Richardson

Wedge Antilles
Dennis Lawson

Director of Product Marketing
Tom Byron

Marketing Coordinator
Karina Hallum

Public Relations Manager
Heather Twist Phillips

Public Relations Coordinator
Alexis Mervin

Internet Manager
Jim Passalacqua

Manual Writer
Geoff Keighley

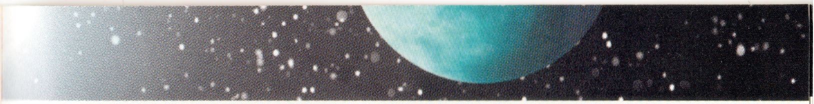
Manual Editors
Tom Byron
Logan Parr

Manual & Package Design
Blind Mice Studio

Very Special Thanks
George Lucas

Star Wars music composed by John Williams.
© Warner-Tamerlane Publishing & Bantha Music. All rights administered by Warner-Tamerlane Publishing Corp. All rights reserved. Used by permission.

STAR WARS
JOIN THE OFFICIAL FAN CLUB
SWFAN.WIZARDS.COM
1-800-TRUE-FAN



HOW TO CONTACT LUCASARTS

LucasArts has set up a variety of services to provide you with information about our latest games, hint and gameplay assistance, and technical support.

Hint Line

U. S.

If you need a hint, you may call our automated Hint Line. This service costs 95 cents per minute, requires a touch tone phone, and you must be at least 18 years old or have a parent's permission to call. The number is **1-900-740-JEDI (1-900-740-5334)**. The option to speak with a live Hint Operator is also available from this number. Hint line operators are available during regular business hours, 8:30 a.m. to 5:00 p.m. (Pacific Standard Time). Monday–Friday. (Average call length is three minutes.)

CANADA

Our Hint Line is also available to our Canadian customers. This service costs $1.25 (U.S.) per minute, requires a touch tone phone, and you must be at least 18 years old or have a parent's permission to call. The number is **1-900-677-JEDI (1-900-677-5334)**. Hint line operators are available during regular business hours, 8:30 a.m. to 5:00 p.m., Monday–Friday (Pacific Standard Time). (Average call length is three minutes.)

Where To Find Us Online

Visit the LucasArts Technical Support Web site at **support.lucasarts.com**. From there, you can receive online technical support through Yoda's Help Desk, browse technical documents, or leave a message for an online representative.

YODA'S HELP DESK

We are proud to feature Yoda's Help Desk, an interactive knowledge base, which is available in the Technical Support section of the LucasArts Web site at **support.lucasarts.com**. Yoda's Help Desk offers solutions to technical issues based on information you provide. Visitors to Yoda's Help Desk will be able to receive technical support 24 hours a day, seven days a week. If Yoda's Help Desk is unable to provide you with a solution to your problem, you can send an e-mail message to an online representative.

TECHNICAL SUPPORT PHONE NUMBER

This number is for technical assistance only. Hints will not be given out over the Technical Support line.

You can reach our Technical Support department by calling **1-415-507-4545**. We are available to help you Monday-Thursday 8:45 a.m.–5:30 p.m. and on Friday 8:45 a.m.–4:30 p.m. (Pacific Standard Time). We are closed daily 11:45 a.m.–1:00 p.m.

TECHNICAL SUPPORT FAX

For your convenience, we also offer the option of faxing us with your technical questions at: **1-415-507-0300**. When sending us a fax, please include your name, return fax number with the area code, and a voice phone number so we can contact you if we experience any problems when trying to fax you back.

Technical Support Mailing Address
LucasArts Entertainment Company LLC
P.O. Box 10307, San Rafael, CA 94912
Attn.: Product Support.

SOFTWARE LICENSE/ LIMITED WARRANTY

PLEASE READ THIS LICENSE CAREFULLY BEFORE INSTALLING OR USING THE SOFTWARE. BY USING THE SOFTWARE, YOU ARE AGREEING TO BE BOUND BY THE TERMS OF THIS LICENSE. IF YOU DO NOT AGREE TO THE TERMS OF THIS LICENSE, DO NOT INSTALL OR USE THE SOFTWARE, DELETE THE SOFTWARE AND ALL RELATED FILES, AND PROMPTLY RETURN THIS PACKAGE AND ITS CONTENTS TO THE PLACE OF PURCHASE FOR A REFUND.

The computer software, artwork, music, and other components included in this product (collectively referred to as the "Software") are the copyrighted property of LucasArts Entertainment Company LLC and its licensors (collectively referred to as "LEC"). The Software is licensed (not sold) to you, and LEC owns all copyright, trade secret, patent and other proprietary rights in the Software. You may use the Software only in connection with a Nintendo GameCube system. You may not: (1) copy (other than once for back-up purposes), distribute, rent, lease or sublicense all or any portion of the Software; (2) modify or prepare derivative works of the Software; (3) transmit the Software over a network, by telephone, or electronically using any means, except in the course of your network multi-player play of the Software over authorized networks; (4) engage in matchmaking for multi-player play over unauthorized networks; (5) design or distribute unauthorized levels; or (6) reverse engineer, decompile or disassemble the Software. You may transfer the Software, but only if the recipient agrees to accept the terms and conditions of this Agreement. If you transfer the Software, you must transfer all components and documentation and erase any copies residing on the game console and/or computer equipment. Your license is automatically terminated if you transfer the Software.

LEC warrants to the original consumer purchaser that the media furnished in this product will be free from defects in materials and workmanship under normal use for a period of ninety (90) days from the date of purchase (as evidenced by your receipt). If the media furnished in this product proves to be defective, and provided that the original consumer purchaser returns the media to LEC in accordance with the instructions in this paragraph, LEC will replace the defective media: (a) free of charge to the consumer purchaser, if the media proves to be defective within the ninety (90) day period following the date of purchase, and (b) for a fee of $15.00 per Compact Disc, if the media proves to be defective after the expiration of the ninety (90) day warranty period. To obtain a replacement CD, please return the CD only, postage prepaid, to LucasArts Entertainment Company LLC, P.O. Box 10307, San Rafael, CA 94912, accompanied by proof of date of purchase, a description of the defect, and your name and return address, as well as a check for $15.00 per CD made payable to LucasArts Entertainment Company LLC if after expiration of the warranty period. LEC will mail a replacement to you.

You expressly acknowledge and agree that use of the Software is at your sole risk. Except for the limited ninety (90) day warranty on the media set forth above, the Software and any related documentation or materials are provided "AS IS" and without warranty of any kind. LEC EXPRESSLY DISCLAIMS ALL WARRANTIES, EXPRESS AND IMPLIED, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE AND NONINFRINGEMENT. LEC DOES NOT WARRANT THAT THE FUNCTIONS CONTAINED IN THE SOFTWARE WILL MEET YOUR REQUIREMENTS, THAT THE OPERATION OF THE SOFTWARE WILL BE UNINTERRUPTED OR ERROR-FREE, OR THAT DEFECTS IN THE SOFTWARE WILL BE CORRECTED. THE ENTIRE RISK AS TO

THE RESULTS AND PERFORMANCE OF THE SOFTWARE IS ASSUMED BY YOU AND YOU (AND NOT LEC) ASSUME THE ENTIRE COST OF ALL SERVICING, REPAIR AND/OR CORRECTION. SOME JURISDICTIONS DO NOT ALLOW THE EXCLUSION OF IMPLIED WARRANTIES, SO THE ABOVE EXCLUSION MAY NOT APPLY TO YOU.

UNDER NO CIRCUMSTANCES INCLUDING NEGLIGENCE SHALL LEC, OR ITS DIRECTORS, OFFICERS, EMPLOYEES, LICENSORS OR AGENTS, BE LIABLE TO YOU FOR ANY INCIDENTAL, INDIRECT, SPECIAL OR CONSEQUENTIAL DAMAGES (INCLUDING DAMAGES FOR LOSS OF BUSINESS PROFITS, BUSINESS INTERRUPTION, LOST DATA, LOSS OF BUSINESS INFORMATION, AND THE LIKE) ARISING OUT OF THE POSSESSION, USE, OR MALFUNCTION OF THIS PRODUCT, INCLUDING WITHOUT LIMITATION DAMAGE TO PROPERTY AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURY, EVEN IF LEC OR AN LEC AUTHORIZED REPRESENTATIVE HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES OR LOSS. SOME JURISDICTIONS DO NOT ALLOW THE LIMITATION OR EXCLUSION OF LIABILITY FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATION OR EXCLUSION MAY NOT APPLY TO YOU.

YOU AGREE THAT THE LIABILITY OF LEC ARISING OUT OF ANY KIND OF LEGAL CLAIM (WHETHER IN CONTRACT, TORT, OR OTHERWISE) WILL NOT EXCEED THE AMOUNT YOU ORIGINALLY PAID FOR THE USE OF THE SOFTWARE.

THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS DEPENDING ON THE LAWS IN YOUR STATE.

If the Software is acquired under agreement with the U.S. government or any contractor therewith, it is acquired as "commercial computer software" subject to the provisions hereof, as specified in 48 CFR 12.212 of the FAR and, if acquired for Department of Defense (DoD) units, 48 CFR 227-7202 of the DoD FAR Supplement, or sections succeeding thereto.

This is a work of fiction. All of the characters and events portrayed in this game are fictional. Any resemblance to real persons, living or dead, or actual events, is purely coincidental.

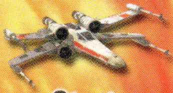
© 2001 LucasArts Entertainment Company LLC. © 2001 Lucasfilm Ltd. & ® or TM as indicated. All rights reserved. Used under authorization.

* Dolby, Pro Logic, and the double-D symbol are trademarks of Dolby Laboratories.

LucasArts Entertainment Company LLC
P.O. Box 10307
San Rafael, CA 94912

PROOF OF PURCHASE

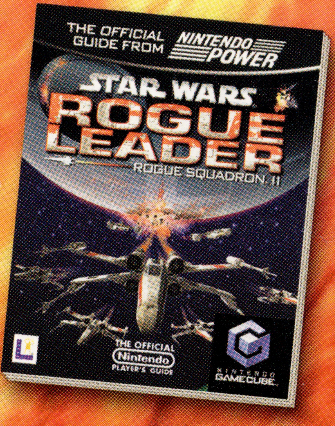
Star Wars® **Rogue Squadron® II:**
Rogue Leader™
0-23272-65258-6



Start your pre-flight check with the *Star Wars*® Rogue Squadron® II: Rogue Leader™ strategy guide from Nintendo Power.

- **Complete briefing for every mission**
- **Detailed maps and diagrams**
- **Medal-winning strategies, hints and tips!**

Available at your favorite software retailer or at The LucasArts Company Store.


THE OFFICIAL GUIDE FROM
NINTENDO POWER
STAR WARS
ROGUE LEADER
ROGUE SQUADRON II
THE OFFICIAL Nintendo PLAYER'S GUIDE
NINTENDO GAMECUBE

The LucasArts Company Store

Be among the legions of fans who enjoy safe, quick, and convenient shopping at

companystore.lucasarts.com

You will find information on exclusive items and great gaming deals—all with our money back guarantee*.

To place an order by phone, simply call us toll-free at

888-532-4263

Operators are available Monday-Friday, 7 a.m. to 6 p.m. Pacific time.

(Please note product support is not available on this line.)

LUCASARTS ENTERTAINMENT COMPANY LLC
© 2001 LucasArts Entertainment Company LLC. © 2001 Lucasfilm Ltd. & TM or ® as indicated. All rights reserved. Used under authorization. LucasArts and the LucasArts logo are registered trademarks of Lucasfilm Ltd. The Factor 5 logo is a trademark of Factor 5, LLC. Dolby, Pro Logic, and the double-D symbol are trademarks of Dolby Laboratories. LucasArts Entertainment Company LLC, P.O. Box 10307, San Rafael, CA 94912.

Printed in USA.
6525802